THE DAYLIGHT BOMBING OF NAZI EUROPE BY

U.S.A.A.F.™

UNITED STATES ARMY AIR FORCE

48K APPLE®

For the Apple® II with Applesoft ROM card, II Plus, IIe, & IIc.

SSI™

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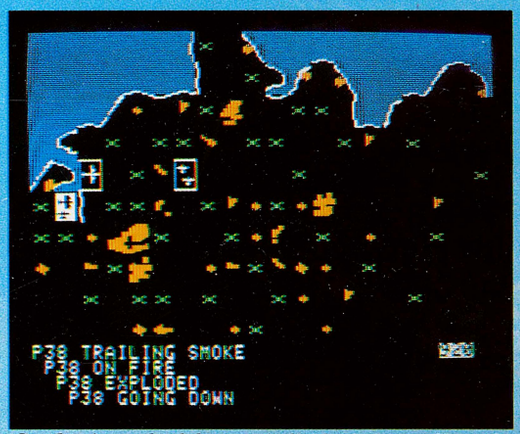
- Strategic game with day-by-day resolution of the daylight bombing campaign over Germany from August 1, 1943 to the end of the war.
- Three one-month short games and three campaign games beginning August 1, 1943, February 1, 1944 and October 1, 1944, respectively.
- 12 industrial target types and political limitations on USAAF target selection.
- 13 Luftwaffe and 11 USAAF aircraft types, each rated in nine categories including maneuverability, durability, fuel, speed, climb rate, and bomb level.
- Each bomber and fighter group rated for number of serviceable/unserviceable planes, pilot morale, pilot experience and aircraft type flown by group.
- Ability to save a game in progress for later play.

U.S.A.A.F. was designed by **Gary Grigsby**, whose other works include SSI's NORTH ATLANTIC '86™, CARRIER FORCE™, WAR IN RUSSIA™, and KAMPFGRUPPE™.

■ **PLAYING TIME: Short Games – 3 to 6 hours; Campaign Games – 50 to 200 hours.** ■ **ADVANCED LEVEL.**

Box cover design/illustration by LOUIS HSU SAEKOW and BEN GARVIE.

Color Hi-Res graphics show American airbases, German airfields and industrial centers.



Combat is resolved down to individual planes. Here, the computer shows a P-38 group's losses during a dogfight.

ID	GROUP	AS	AU	EX	MO	TYPE	AF
8	3/JG11	21	27	74	53	FW190A	0
6	3/JG2	1	23	89	10	FW190D	1
9	1/JG26	33	12	69	58	FW190A	2
10	2/JG26	35	15	50	47	FW190A	3
4	1/JG2	23	22	71	51	FW190D	4
11	3/JG26	25	20	50	61	FW190A	5
65	3/JG51	30	10	68	45	ME109G	6
52	4/JG3	24	21	69	54	ME109K	7
14	2/JG54	32	13	50	55	FW190A	8
2	2/JG1	35	15	50	60	FW190D	9
3	3/JG1	24	25	54	49	FW190D	10
97	JU44	19	19	61	75	ME262A	10
15	4/JG54	4	27	62	17	FW190A	11
49	1/JG3	25	20	61	38	ME109K	12
17	JGR200	22	23	81	40	FW190A	13
7	1/JG11	0	50	56	47	FW190D	14
68	2/JG52	22	23	69	45	ME109G	16
51	3/JG3	25	15	58	65	ME109K	17

PRESS <SPC> TO CONTINUE

German air gruppe status display.

ID	CITY	HVY FLAK	LT FLAK
19	NICE	0	0
20	BELFORT	3	3
21	LUXEMBOURG	7	9
22	DUSSELDORF	104	74
23	EMDEN	60	66
24	ESSEN	143	110
25	COLOGNE	91	66
26	MAINZ	55	58
27	SAARBRUCKN	52	54
28	OSNABRUCK	53	61
29	BIELEFELD	59	62
30	FRANKFURT	67	58
31	MANNHEIM	63	66
32	KARLSRUHE	63	53
33	MILAN	52	50
34	GENOA	51	53
35	BREMRHAVEN	55	58
36	STUTTGART	65	50
37	FRIEDRICHS	55	54

PRESS <SPC> TO CONTINUE

A report of the number of flak units in each Nazi-occupied city.

As dawn's first rays streak across the sky, the dull drone of bomb-laden B-24 Liberators fills the air. The beauty of the morning offers the pilots no peace; for they know that all too soon, this serenity will shatter amidst flak bursts and the blaze of enemy fighter fire. Resolutely, they prepare to run the gauntlet. Destination: Nazi Europe.

"Bomb the devils around the clock," vowed U.S. Brigadier General Ira Eaker. For that vital objective, USAAF committed its forces to complement the British nighttime bombing of Germany. Daring what even the rakehell RAF had deemed impossible, intrepid American pilots braved the daytime skies over Germany. The risk — naked exposure to enemy ground guns and planes. The reward — better visibility for precision bombing.

Now, USAAF lets you command this elite corps of brave airmen in a day-by-day simulation of the daylight strategic bombing of Nazi Europe.

The action is broken down into daily decisions and raids. Results are so specific that every single serviceable aircraft is accounted for at the beginning and end of each mission. Even intangible factors such as group morale and experience are assessed daily. A seasonally accurate weather map is provided, with the percentage of cloud cover constantly updated.

You can play either the full-length Campaign Game (which starts on August 1, 1943) or one of three Short Games (which lasts one month). In all scenarios, combat proceeds on a daily basis, with each day's action resolved in ten-minute pulses.

As the American General, you command the 8th Air Force in England and the 15th in Italy to fly daily raids. Twelve types of industrial centers spread across 91 German-occupied cities can be assigned as primary and secondary targets. Bomb such targets as U-boat pens, V-weapon sites, railyards, oil fields, and electric power plants.

You determine the take-off time, altitude, and number and types of groups per mission. Your bomber squadrons boast the legendary B-17 Flying Fortresses and B-24 Liberators. Their fighter escorts include P-38 Lightnings, P-47 Thunderbolts, or P-51 Mustangs. The effectiveness of your mission depends on weather, altitude, and enemy defenses.

As Germany's defender, you direct the Luftwaffe and its Junker, Messerschmitt, and Focke-Wulf interceptors. Defensive efficiency is a must because the Allies can rely on unlimited fuel resources, while you are hampered by a strategic limitation of aviation gas. Attack the enemy with any of five fighter tactics, including plane-launched rockets.

In this advanced simulation, weapons become available to each side at the same times they were actually developed in World War II. However, the Germans can accelerate the availability of new plane types such as the Me-262 jet by converting aircraft factories. Both sides can swap for newer planes to replace older models. The price for advanced technology is loss of time and pilot experience.

Test your combat skills at five levels of play. Challenge a friend, or direct the computer to play either or both sides. The computer handles all the staffwork, calculating efficiency ratings, tallying damaged planes, assigning replacements, and allocating fuel.

You are free to do what a general is paid to do — command.

Screen displays shown are from the APPLE® Displays from other computer(s) may vary.

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